IronWatch

Issue 21

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ABYSSAL TIDINGS

A Message from the Editor

Welcome back to another thrilling episode of the IRONWATCH fan magazine! Coming up is the Mantic Open Day! Be sure to get your tickets soon, so you can take full advantage of the amazing games, sales, and other opportunities there!

This month we continue following the trail of the Orc clans in Year of the Orc, while in the Ledger, Part 4, we follow the dark past and present of a pair of estranged sisters. The Kickstarter for Dreadball Xtreme ended recently to a rousing success, and the interviews with Chris Palmer suggests there might be fantasy terrain in the vein of Deadzone on the horizon as well!

The IRONWATCH magazine thanks you for your continued support, as we quite literally could not do this without fans like you submitting their artwork, stories, and articles. Be sure to send us your own content you'd like us to include (Don't be shy!), and whether you're a new reader or a grizzled veteran of the magazine since the start, thanks, and Welcome to the Watch!

-Austin

Cover art by Boris Samec
Title art by Mark Smith

Please note that, while we here at **Ironwatch** *attempt to deliver you the best products and ideas we can, we cannot guarantee the balance of any scenarios or special rules presented herein. If you find any errors, grammar mistakes, or rule imbalances, please contact us on the Mantic Forums (Look for the discussion labeled "Ironwatch Issue X Feedback") and let us know what we could do to improve your fan-produced magazine. If you are interested in writing, illustrating, or editing for our magazine, please let us know on the feedback discussion as well so you can get in on the action!*

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The Iron Forge

Welcome back to the Iron Forge!

This week we have some simply breathtaking work, including:

- A full set of intimidating Deadzone Enforcers by Christian Schlumpberger
- A flashy Dreadball Barricade by Ian Powell
- A mighty Dwarven Berserker Lord by Matt Gilbert
- An Angel-fighting Dreadball Praetorian MVP by Vincent Pascaud

Be sure to keep an eye out for more fantastic paintjobs in next issue's Iron Forge as well!

Orc Kudger , by Darren Lysenko

Undead Zombies, by Matt Gilbert

Christian Schlumpberger

It's been one of those months again... Busy days, not enough time and once the pictures were taken I found tons of details that I'd like to improve... Anyway, here are my two new Enforcers ready to defend their desert outpost against all trespassers.

The engineer's focus was put on the face and since the entire model is quite busy and full of stuff it turned out to be an

Christian Schlumpberger

advantage that I decided to go with a very small amount of colors for my Enforcers. The head of the engineer was taken from the peacekeeper captain, I never really liked the open helmet for him but it turned out to be a great choice for the pose of the engineer. The sentry guns might get a little more attention in the future, they somewhat lack contrast which I intend to add with a little more wash and some more highlights.

The sniper uses the same armor as the medic, but his cape was painted to match the surrounding area and offer a certain amount of camouflage.

I'm pretty happy with the results and the entire team is a nice sight on the battlefield. Now on to some more plague models!

IAN POWELL

This unusual mech miniature looks pretty mean, but has many smooth curved surfaces and rounded edges. I thought the paint style should be mostly warm colors, contrasting with the chrome and white metals.

I went for true metallic metals (VMA Chrome), washed with tones of blue, turquoise and purple, then the very highest points edge highlighted with white. This naturally led me to use yellow for the secondary armor panels, again using warm tones of orange and reds to shade.

Thanks! Hope you like it.

-Ian

IAN POWELL

MATT GILBERT

This month I was lucky enough to be sent the new Dwarf Berserker Lord to be painted up ready for Salute, a large wargames show here in the UK. The moulds for all the new models were only just turning up a week from the show so it was touch and go whether it could be cast and sent out in time. In the end it was pretty tight – I took delivery of the berserker on the Wednesday and so only had a couple of days to get him ready! Fortunately I was off work and so had the time to do the work required. Painting time was about eight hours in total (excluding assembly and preparation).

The model fits together really well. The first thing I did was look to see how the four component pieces fitted together (two halves of the brock, the dwarf legs and the dwarf body). They went together very well – so well in fact that I was able to dry-fit the model and have it stand up and complete in seconds (no glue, blu-tac or anything to keep it together). Now this model was the first out the moulds so should be pretty flawless but I've no reason to believe that subsequent casts will be any less well-fitting or balanced.

As the kit is metal and multi-part, I glued it together using a 2-part epoxy resin which is stronger and takes the weight and strain better than super-glue which can be brittle. I then had some minor green-stuff work to do to blend in the seams on the brock fur. The base was then sanded and some small

MATT GILBERT

stones added after a quick sojourn to the garden. Once dry, the whole model was then sprayed with mid-grey primer (Halfords).

I've taken some close-ups to show more detail of the various areas of the model and how they were painted.

The armour plates on the brock were painted mid-blue, highlighted up to a pale blue on the edges. The odd point on some edges was dotted with an almost off-white. All the plates were then given a blue wash to help blend the highlights together. The studs are simply pure white.

The claws were given a base coat of Graveyard Earth, highlighted in streaks running down the length of each claw by mixing in Dheneb Stone. Progressive highlights are lighter and the streaks not as long (although on top of previous ones) as

MATT GILBERT

they head to the point of the claw.

The bottom-right picture on the previous page shows the claws on the back foot, using the same technique as on the front paws but also gives a good indication of what the fur looks like. The initial grey fur undercoat was drybrushed up to light grey and then the whole area washed in strong tone ink. Grey highlights were then painted back on with the tips of the strands being the lightest.

The dwarf flesh is simply that – Dwarf Flesh paint. This was washed and highlighted again with the same flesh and then worked up by adding white. Thinned soft tone ink was used as a final step to slightly tone down the colour. The ginger hair started with a base of Amarantha Red, washed with strong tone and then highlighted in a similar way to the brock fur using Dwarf Flesh and a little white mixed into the base colour.

The teeth were painted in comparable colours to the claws although with a touch of grey. The flesh surrounding the mouth is a muted pink (white, black and red mix). Both

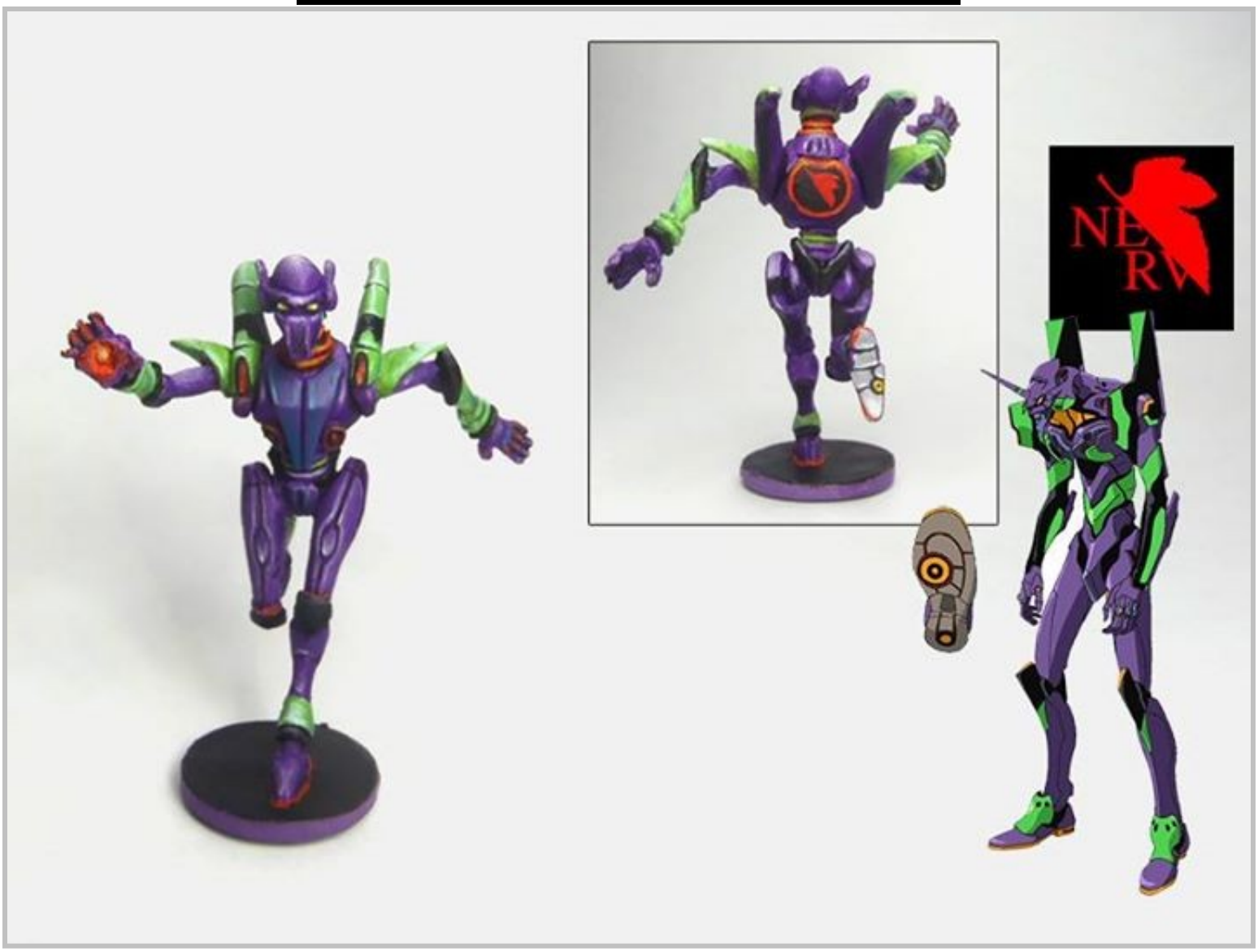
MATT GILBERT

the brock's eyes and the hammer in the dwarf's left hand have a little OSL effect painted on. You can see it here on the brock's eye, tingeing the fur around it and the edge of the muzzle rope and armour plate above.

I included the bottom-left image on the previous page just to prove I painted underneath too!

The sand on the base started with Graveyard Earth like the claws. The stones were drybrushed just like the fur. Both were then heavily washed with strong tone and then re-highlighted, all with drybrushing. Some small clumps of lichen and two different colours of static grass were added to finish it off. The base edge is Bestial Brown.

VINCENT PASCAUD



If you ever wondered what happened after the end of Evangelion…

After the Angels were wiped out from the surface of the Earth and neither Tokyo-3 nor the world were in danger, the Nerv nerds got to find a new hobby. But what to do with the Eva technology ? Well Dreadball of course.

About by the time I received the Praetorian miniature, I was in the process of re-watching Evangelion with the fool's hope that if the ending seemed so confused in my mind was because I saw it as a child.

Well, I didn't made much more out of it, but the resemblance between the Eva-01 and the Praetorian stroke me, and there was my color scheme !

A fitting sci-fi reference, flashy colors that hurt the eyes, that's all I ask.

Mantic Calendar

Enforcer Captain, by Paul M.

If you have Mantic-related events or tournaments you'd like to add, please PM Matt Gilbert or Austin Peasley on the forums, or email us at ironwatchmagazine@gmail.com

May

1st—Poligon Wargaming Show—Deadzone demos.
Runs from the 1st to the 2nd.
Muzeum Lotnictwa Polskiego, Kraków/ Polish Aviation Museum, Cracow

4th—Diceni.
The Forum Trust, Millennium Plain, Bethel Street, Norwich NR2 1TF

KoW Tournament
Total Wargamer, Evesham, United Kingdom

5th—Dreadbal Tournament
Wargames Workshop, Milton Keynes, United Kingdom

7th—Wargames Workshop - DZ and DB demos.
Wargames Workshop, Milton Keynes, United Kingdom

Demos - Boston Wargaming Club
Boston Conservative club, Main Ridge West, Boston, United Kingdom

10th—Carronade – Falkirk
Graeme High School, Callendar Road, Falkirk, Stirlingshire, FK1 1SY

Clash of Kings Regional – Stockport.
The North West Gaming Centre, Stockport

11th—KoW games day – Brisbane
Runs from 09:00-16:00.
Brisbane independent gamers, Paddington, Brisbane, Australia

17th—Mantic Open Day
193 Hempshill Lane, Nottingham NG6 8PF

18th—DreadBall Regional. Nottingham
Springfield Hall, Grasmere Street, Sandiacre NG10 5BD, United Kingdom

19th—Darksphere 'Games Day' - DB and DZ demos.
Arch 186 Hercules Road, London, SE1 7LD

Mantic Calendar

24th—Welsh Regional DreadBall Tournament
Firestorm Games, Cardiff, United Kingdom

30th—UK Games Expo 2014.
Runs from the 30th of May to the 1st of June.
Hilton Birmingham Metropole, NEC, Birmingham, UK

June

1st—Partizan – Newark.
Kelham Hall & Country Park, Kelham, Newark and Sherwood District, United Kingdom

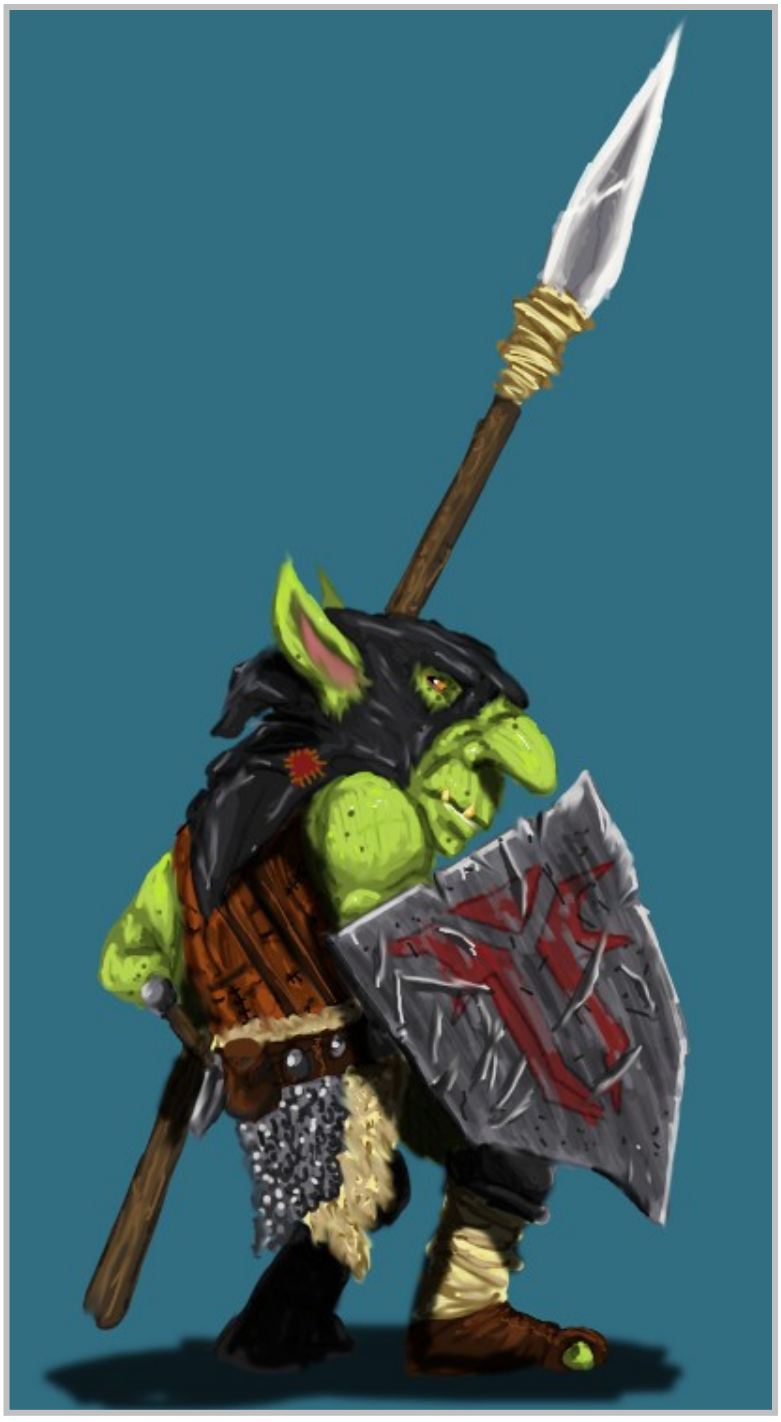
Clash of Kings Regional—Middlesbrough.
Asgard Wargames, 71 Gilkes Street, Middlesborough, TS1 5EH

6th—MassaCon.
The North West Gaming Centre, Stockport

11th—Origins 2014 (Columbus OH) .
Runs from the 11th to the 15th
Columbus, OH, United States

14th—Clash of Kings Regional – Nottingham
St. Michaels & All Angels Church, St. Michaels Street, Sutton-in-Ashfield, NG174GP

DreadBall Tournament
Dark Sphere, York Road, London, United Kingdom



Goblin, by Boris Samec

King of Brisbane tourney—Kings of War tournament
Irresistible Force, Tanah Merah, Brisbane, Australia

Mantic Calendar

15th—Valhalla – Farnborough.
Community Centre, Farnborough (Elles Hall)

21st—Conclave Ireland.
Runs from the 21st to the 22nd.
Thomond Park Stadium, Cratloe Road, Limerick, Ireland

28th—Wartorn – Scarborough
Runs from the 28th to the 29th.
South Bay, Scarborough, North Yorkshire

Clash of Kings Regional – Brighton
King & Queen, Marlborough Place, Brighton, United Kingdom

July

13th—Stoke Challenge
Stoke-on-Trent, UK

26th—Clash of Kings Regional – Doncaster.
The Grid, Doncaster, UK

27th—Clash of Kings Regional – Evesham
Total Wargamer, Evesham, UK

Dreadball Veer-myn, by Steicy Jourdan

Mantic Open Day

ITS THAT TIME AGAIN!!!!!
The Mantic OpenDay!! 17th May.

Tickets include a '£5 off orders over £15' voucher! Check out the bottom of this post for more deals on the day!

Come and play Mars Attacks !

Studio Previews: DreadBall Xtreme, Mars Attacks and Deadzone ,what's coming up next! The display cabinets with some unseen goodies!!

Massive Kings of War participation game – **Help us break the record for the most ever points in a game.**

All you need to do is bring your Kings of War army!

DreadBall Azure Forest Tournament – Limited spaces available, tickets are available in the Events on section on the site.

Learn to play Deadzone in our Training Day mission.

DreadBall – Let us put you through your paces on the pitch of the far future.

Learn to play Kings of War, LOKA and more!

An awesome Studio tour.

Battlezones Launch! Special pre-release Battlezones scenery launch only in the Mantic store.

Battlezones Tutorial - Sit down with Dave and learn all the tips and tricks to building the perfect building using our new hard plastic modular scenery tiles!

Mantic Open Day

Ronnie and Jake will be doing seminars on Kickstarters, Q and A and generally getting the pulse of the community. Great opportunity to ask some questions…

Alessio will be running a Loka tournament. I really cant wait to see how this goes as its a cool looking game!

AND

The shop will have a number of show special offers:

- Project Pandora for £10
- Buy a Dreadball team or Booster and have MVP foc
- Buy a Deadzone Faction Starter and have a merc foc
- 3 for 2 on KoW and Warpath boxsets Crazy Bargain boxes for £14.99 like the Christmas ones.....

For more information visit our webpage!

http://www.manticgames.com/mantic-shop/events-and-tickets/product/may-open-day-2014-single-ticket.html

See you there!▪

Abyssal Dwarves, by Grant Mahoney

Q&A WITH CHRIS PALMER

(Organized by Matt Gilbert)

The Mantic Q&A feature contains questions from the community via the forum, answered by Chris Palmer, Web and Events Coordinator at Mantic Games. If anyone wants to ask a question they can do so here: http://forum.manticblog.com/showthread.php?6876-Mantic-Q-and-A-for-Ironwatch

Have Mantic ever considered running worldwide narrative campaigns for Kings of War and Warpath like GW have done in the past (like 'Dark Shadows' and 'The third war for Armageddon')?

Absolutely – a community-led event where you get to affect the background and the world would be awesome!

It's something that would suit the campaign nature of Deadzone, which when we've got Warpath up to speed the battles could easily escalate. There's something very exciting about these entwining games system all set in the same universe…

A global Hellfire and Stone-esque is something that would be great for Kings of War players too, if the demand was there! Let us know on Facebook or Twitter.

Has there ever been any talk at Mantic of the possibility of Mantic creating official roleplaying games set in the Kings of War and Warpath universes?

Dwarf Shieldbreaker, by "Dusty"

Frankly, we're not really RPGers, and wouldn't really know where to start… but, that's not to say we wouldn't love to see an RPG in our universe! We'd could really see ourselves hooking up with one of the more well-known creators in the industry and getting it made that way.

Q&A WITH CHRIS PALMER

Do you have any more concrete plans for Warpath yet? Anything new you can hint at?

Mmm, there will be Enforcers in it? The answer to your question is no I'm afraid!

Will we see Rebs and updated Enforcer army lists for Warpath soon (current edition)?

This is unlikely – development work has actually started on the next iteration of Warpath which leaves little resource for developing the system as it is. I'm sure everyone would rather that edition of Warpath that hits Kickstarter is as complete as possible, and this is the goal we're working toward.

What was behind the idea to move the open day out of the mantic bunkers, was it a matter of space or something else?

We're moving building, and the old place might not have been available, and the new place might not have been finished in a state we were happy with. As it stands, we've since moved it to the new building on Hempshill Lane so it's back at Mantic HQ again!

Do you have planned release dates for the remaining Deadzone books?

Yep! The Deadzone Kickstarter Shipment 2 is shipping Q3, and then the third book for Deadzone will be released shortly after that. The fourth book (Zombies!) is scheduled before Christmas.

Undead Revenants, by "imm0rtal reaper"

Q&A WITH CHRIS PALMER

Plague Hound, by Nicodemus Sanberg

Will the fantasy scenery we've been teased with be based on the same 3" tiles as Deadzone or something more freeform?

Fantasy scenery? Teased? We know not what you speak of! But any hypothetical fantasy scenery would hopefully follow the same three inch template because why not? We think it's brilliant – I've never had so much fun with bits of plastic!!

Will the Deadzone Compendium have updated FAQ/errata edited into it, or will that will handled as part of a DZ 2.0 Kickstarter?

The Compendium may have an FAQ in it, yes, as it may get printed in either the third or fourth book. The FAQ will be posted online on our website as well as being accessible through Quirkworthy right this second.

Any plans for even more battlezones with the upcoming Deadzone kickstarter?

As it stands, there isn't an upcoming Deadzone Kickstarter. Hopefully any models we produce will work with both Warpath and Deadzone.

We perhaps didn't make this clear before but the Deadzone Kickstarter was last year's Warpath Kickstarter. We've enriched the universe as well as produce a plethora of plastic kits and cool upgrade that slot straight into the Warpath game. Vehicles and fliers aside (or maybe not, who knows), any models created through the Warpath Kickstarter should slot straight back into Deadzone. The two are complimentary. If we choose to Deadzone later this year, then there may some scenery upgrades, but we've predominantly going to be producing new troops for both gaming systems.

We'd be really interested to know your thoughts on what new battlezones you'd like to see. Get in touch with Kai our new community manager on our Facebook page.

Will the new HQ have space for a gaming hall or store?

Yes!▪

Orc Hut, by Andy Beckett

Magic Artefacts

By Daniel King

Any army can take these so it's well worth thinking about which ones compliment your list. I covered the Basilean Legacy artefacts in Ironwatch Issue 14, I figured it's time to go back and complete the set!

Blade of Slashing
Probably the best use of 5 points in the game, if you have the points left over, buy this. Give it to a fast unit with Me 3+ and as much CS as you can.

Fire-oil
An ok use for 5 points, sometimes very useful, better if you know you are facing regenerating units. Whenever I take this to a tournament I never end up facing anything with regeneration!

Mace of Crushing
I don't like this particularly, as you have to remember to roll a different die, not worth the hassle for me. There are much better 5 point artefacts to choose from.

Piercing Arrow
Quite nice, especially for Elves who can use Elite to roll this die!

Talisman of Inspiration
One of the best items in the game, any army that uses characters without inspiring should take this.

Brew of Haste
I like this item, extra speed is generally handy, it allows you to do some interesting things, for example, give this to Sniffs or Forest Shamblers and due to Vanguard they can go 14" before the game starts allowing a potential 1st turn charge!

Pipes of Terror
Nice; give this to a unit with a musician that needs a helping hand, and they then get a +2 bonus to routing the enemy (assuming they do damage).

Blasting Arrow
Good, and like the Piercing Arrow works well with Elves.

Blessing of the Gods
This is overcosted; why take one reroll for 20pts, when you can get an extra attack for 5 points? It has marginal utility for units with Zap.

Brew of Courage
It's an expensive Standard, and they aren't really worth the points either. It's alright if you really want a unit to have improved nerve.

Chant of Hate
Like Blessing of the Gods only worse generally, leave this at home.

Steed-bane Incense
Quite nice if you face a lot of Cavalry/Flyers, but Orcsbain's Amulet of Thorns is almost as good though for half the cost. You could take both on different units of course.

Boots of Levitation
Handy, but generally a mounted option is cheaper and better. You could take both though, a reasonably cool combo for Sword of Light/Fireballs: Levitate in close then let them have it!

Brew of Strength
Awesome, and a Brock riders best friend (after his Brock of course!). Great on any unit, but best on those with a lot of attacks, like Pike hordes/Brock Rider Regiments. It's also not bad on Hero's on large flying Monsters as they have a lot of attacks when

Goblin War Trombone, by Claudia Zuminich

Skeleton Horde, by Guiseppe Aquino

charging into a flank/rear.

Helm of Confidence
Not bad, I would generally rather take an extra ASB instead though. It is important to always keep every unit inspired.

Ensorcelled Armour
Being tough is good, but many of the units that would like to use this (Hero's on large flying Monsters) would rather take the Fog. (Course, if you know you aren't facing War Engines, that changes things) So it's probably best on Individuals, especially those who are already Def 5. I could see using this on a Revenant King for example, as he could stand off against enemy infantry units all day long!

Healing Charm
Good in any army, but especially good in those with high Defence and of course combo's well with other healing.

Jar of the Four Winds
I slightly prefer Juddoug's Brew of Truesight, but there isn't a huge amount in it; this is better if you expect to be shooting things beyond maximum range. Also consider Wedyellf's Hunter's Orb as a cheap alternative, that in some situations will be just as good. Best on a horde, if you can protect it from being charged.

The Boomstick
Oh yeah! I use this all time, what army doesn't want a Boomstick? BOOM!

Boots of the Seven Leagues
Ah yes, another way to get first turn charges, or simply to allow a slow Hero to keep up with other Vanguarding units. Great item that I've previously used on a mounted ASB to charge enemy War Engines/shooting Hordes with expensive artefacts turn 1 ,thereby disrupting them. often disruption will be nearly as good as actually routing a unit.

Dwarven Ale
Headstrong is useful, but it is a lot of points, I would generally rather take something more offensive. Still, on good day this could win the game for you. Obviously not much use on units with Shambling.

Wine of Elvenkind
Mmm, Nimble on a unit of Knights. Put them on the flank, first turn double move forward then turn to face the enemies flank, lovely.

Diadem of Dragon-kind
Quite nice. it's a bit expensive and the Boomstick is better, but sometimes you may want both. The classic combo is on a unit of Wraiths, move them into position, breath on them, then use Dark Surge to charge in as well!

The Fog
What every Hero on a Flying Monster wants. Also nice on Knight Hordes and similar.

Heart-seeking Chant
Pretty good, but it's a lot of points, I'd probably prefer Juddoug's Brew of Truesight,

Revenant Knights, by Daniel King

Dwarven forces, by Matt Geibner

assuming you haven't taken it already.

Wings of Honeymaze
Awesome. Krudgers on Slashers love this, as do Vampires. It's handy for any slow moving character that wants to keep up with Cavalry, menace War Engines, or just be a general nuisance!

Brew of Keen-eyeness
Expensive, and Juddoug's Brew of Truesight is just as good at long range. Give it to a horde to make best use of it, and try to protect your unit from being charged though. If it is, it will be disrupted and can no longer shoot, making this an expensive paperweight.

Brew of Sharpness
About the same effect as Brew of Strength but twice the price! It's very good but that's a lot of points that are probably better off being put towards another unit.

Medallion of Life
This was balanced for the previous edition's regeneration, and as such it's pretty terrible now.

There we go, classic artefacts. We've been using some of these for ages now, but hopefully this may have given you an idea or two and convinced you to give something different a whirl! ▪

2014: Year of the Orc

– Part Two–
Basing and Building

By Jonathan Faulkes

Hopefully you've had the opportunity to read YotO part 1. If not, download the previous issue of *Ironwatch* right away – or this may not make a lot of sense.

With my army designed on paper I now had the task of purchasing, building and painting the army. Mantic miniatures offer excellent value for money and by using unit bases you can stretch-out your budget still further. The principle is simple; instead of 5, 10 or 20 individual bases you have one base that is dimensionally equivalent to the individual bases on to which you glue your models. This allows you to create more dynamic mini-dioramas and use fewer models. With this in mind, I went through my restic mountain and sourced all the models I would need to complete my army... except for a few fight-wagons.

Luckily, as these were included in the KoW Kickstarter, various people have spares and so I picked up the required number for a bargain price. It's interesting to note that it's not possible to fit 3 fight-wagons side by side on a 150x100mm base if you have the scythes attached to the wheels; therefore, each of my troop bases only have 2 fight-wagons on them. My gore regiment bases would have 7 models on them and my gore troop bases would have 3 or 4 models on them.

My first piece of advice on unit basing relates to the number of models per unit. It's pretty simple: "don't take the piss". In other words, a single Zombie on the middle of a huge 200mm x 120mm is not a horde. If you have thirty clambering through a graveyard with a small chapel / mausoleum on the board then that would look very cool.

The second advice is modelling "for advantage". Again, don't take the piss. Standing your dwarf cannon on a column 3" high to get a better LOS (line of sight) is neither big nor clever; likewise cutting Orcs in half and having them appearing out of a swamp may look cool, but please play them

as if they were ~30 mm high on standard bases. It's really important to discuss these things with your opponent (and ultimately with the tournament organiser / referee) before the game starts to avoid annoying your opponent.

This is how I build my unit bases. I've included the suppliers that I used to source the materials but I would imagine that there are a number of companies that could supply the items. I use 3mm MDF (warbases.co.uk) for my bases as it forms a really solid base for a unit. I've found their prices and service to be excellent and they can do custom sized bases should you require them. I also use 10mm extruded foam (ema-models.co.uk) and air-dried clay (theworks.co.uk) for my base modelling.

The final purchased component for my bases was a 250ml pot of Vallejo textured paint (affinitymodels.co.uk). This is identical to that produced by GW but for a fraction of the price. This stuff is great for adding some additional texture (fine sand) to the material and protecting the foam from aerosol sprays. The last things I use for bases, apart from paints (Halfords Matt Brown Camouflage paint and various acrylics) and flock are slate pieces. You can pick these up from garden centres (ask for free samples); I borrowed mine from the flower pots in our garden! I've included a picture above of a unit base for my fight-wagons.

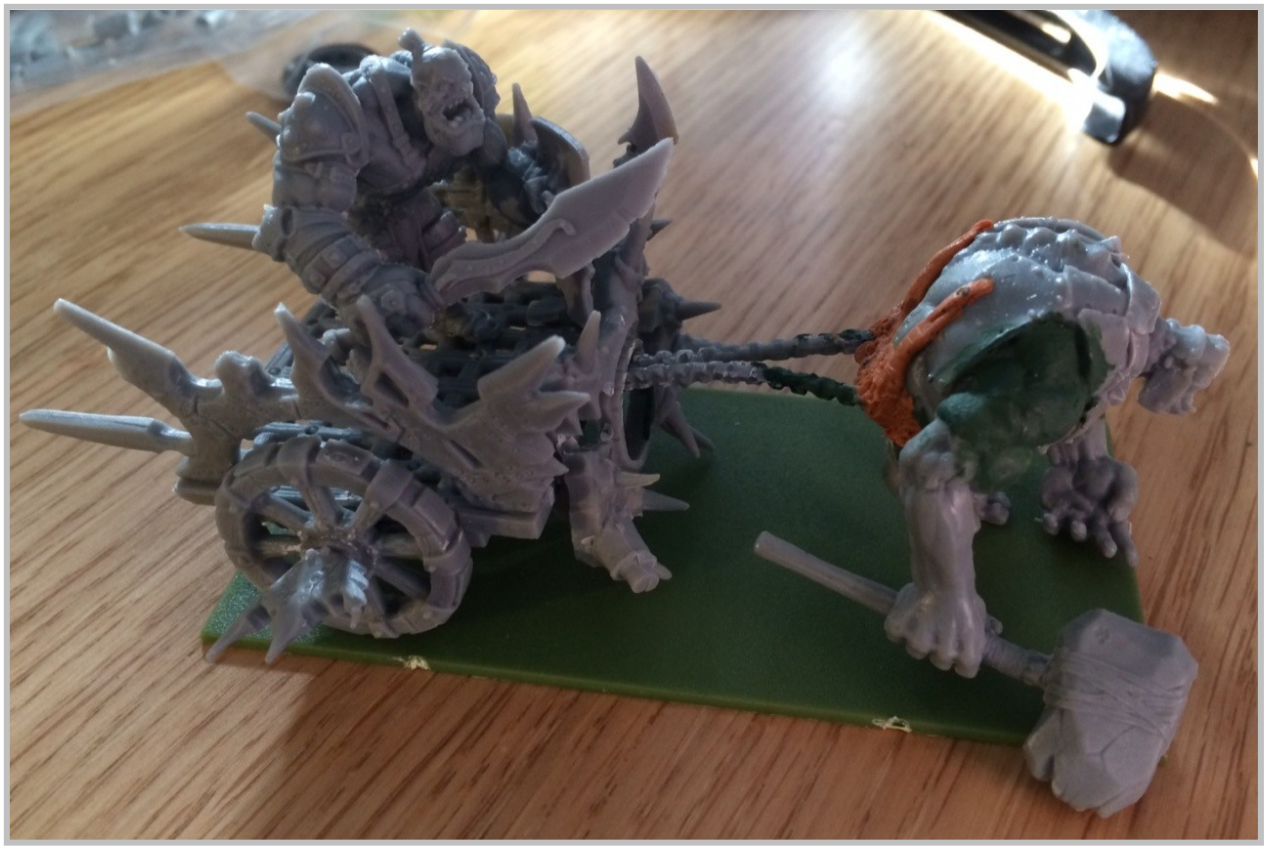
At this point I will remind you about an earlier comment I made about "modelling for advantage". My Orcs will be stood at least 10mm higher than they would normally be due to the foam, clay and slate. This, in

theory, gives them a superior LOS to standard based models. I would suggest to my opponent that my units drawn LOS from a point around 30mm from the board level. I will also try and bring some single models on standard bases so that, if required, I can sub single models in to check LOS.

With the bases prepared my attention turned to actually making my models. All of my models are made from Restic which people can find to be difficult to work with. Personally, I love the material as it allows for quick positional changes simply by the addition of hot water. My tip for building Gores (as well as brocks, fleabags etc) is to soak each half of the body in near boiling water for around a minute. Carefully remove the parts from the water and press them together. Hold the parts together until the model cools a little and set-aside. Once dry, glue the two halves together and you'll get significantly fewer gaps that require green-stuffing. I use our Tefal QuickCup hot water dispenser so much that it now lives on my modelling table! Below is a side by side of a "hot water pressed" model and a "normal" model. You can clearly see the benefit.

I like to go "that little bit further" with my main character models so I started to plan how I would make them a little different to the norm. I know a number of decent painters who turn up their skill level to 10 on centre-piece models but I'm not an expert painter and so I went for modding / kit bashing to make them standout.

The first Krudger on Chariot was built from some freebies from the KoW Kickstarter. By using free miniatures and a bit of imagineering (!) I was able to build a unique



model. The base of my Krudger Chariot is the Goblin Mincer (which in itself is simply a Mantic chariot with extra bits added to the pack and minus the gores). I needed a source of locomotion and after looking through the models I had, I decided to use one of the Mantic Trolls. The troll looks bent over with strain so I simply added a harness in green-stuff and chains from the chariot model and connected these to the mincer base. That gave me a unique looking chariot with a novel power source!

For the Krudger, I decided to use a mantic Ogre Champion. He's big; mean looking and despite being an ogre looks perfect for leading an Orc tribe. A bit of cutting, bending (with hot water) and gluing later and what started as a crazy idea became reality. The Krudger is actually a Mantic Ogre model. I'll be painting him as an Ogre (i.e. not green) so I can use him in an Ogre army. I'll need to write some fluff to explain his high rank in an Orc army – but as he's bigger than the orcs and carries a huge sword, it should be self-explanatory!

The second chariot was a little different. This would have the Wings of Honeymaze magic item which allows the chariot to fly. You can probably see where I'm going with this already. I know that you don't have to WYSIWYG models for magic items (the fluff specifically say that magic items morph into race appropriate items) but who doesn't love the idea of a flying chariot?

So – how could I represent this on a model? I looked at the Gargoyle wings (again, KoW Kickstarter freebies) and found that with some light trimming they could fit to the backs of gores. And so, my Gorpies were

created. I did a quick cut and reposition on the wheels of my chariot so that they looked like the folding wheels of the Delorian in *Back to the Future II* and added the chains from the standard chariot to connect the Gorpies to the chariot body. Et voila, a flying chariot pulled by flying pigs was created.

And that's how I built and based my Orc army. And now, a confession...

I played my first game with this army in early March, using unpainted miniatures on bare wooden bases. The game was against Darklord (aka Dan), one of the best KoW players in the known universe. Dan decided to also play Orcs and we had reasonably similar lists – but Dan had included 2 troops of Sniffs. As I mentioned in my first article, I love Sniffs. They are cheap (50pts) can move fast (6") and can vanguard. These troops make great units for drawing enemy troops towards your forces. The fact that they have a low De and low nerve is an actual benefit – they almost certainly die on the first turn of HtH combat leaving the enemy exposed to your counter-charge. Dan won and again demonstrated the value to Sniffs. I had to use some in my army! So, more basing work needed...

In Part Three, I will go through the painting techniques I applied to this army with some WIP and completed pictures of the models.▪

The Ledger Part 4

By C. A. "Owesome" Monteath-Carr

The sun was warm on her back, and the distant laughter of children mingled with the gentle sound of the waves rolling in.

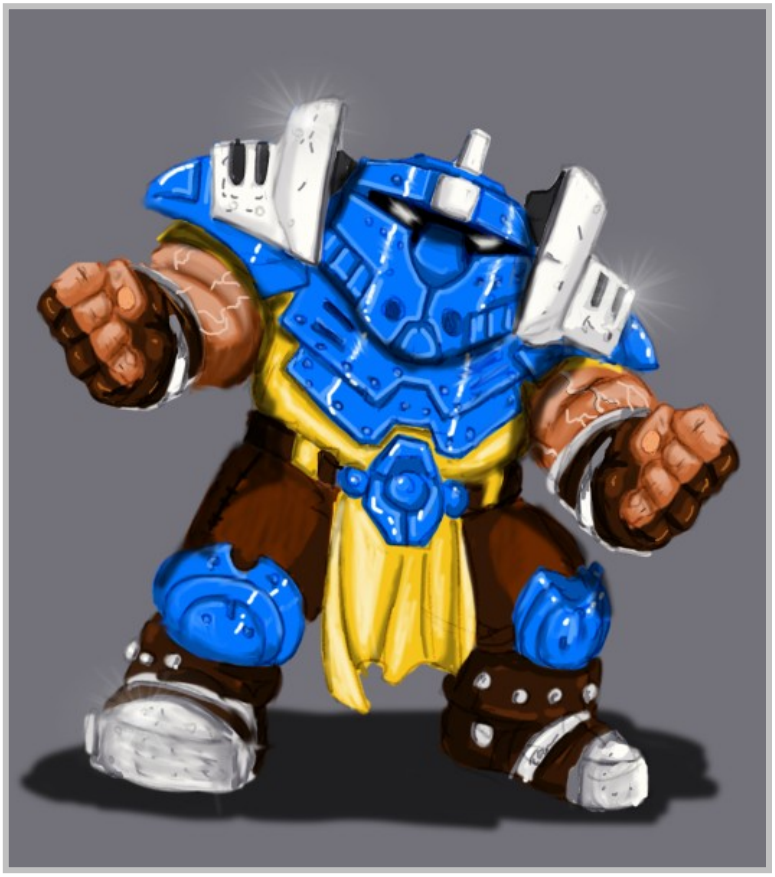
She had, with the help of her sister, spent most of that summer morning constructing an elaborate castle from the damp sand. Not content simply to fill a bucket and tip it upside down, they had sculpted high walls and carved out crenellations, and embedded fragile shells to serve as windows. Two outer walls surrounded a courtyard dominated by a large keep with intricate spiral patterns carved into it's walls with sticks, seaweed draped like bunting and stones of many colors dotting the high walls. She knew she would never build something so beautiful, so grand again.

And her sister was demolishing it.

"You promised," she said to her sister, "you *promised.*"

Her sister ignored her and kept digging.

Their mother was some distance away, talking to some strange man she had never seen before. Maybe they had just met. Maybe he was one of a constant stream of her mother's business friends. Either way,



Forgefather Dreadball player, by Boris Samec

the girls knew that they were never, ever to go to their mother with their problems when she was talking with another adult, for any reason whatsoever, on pain of terrible punishments.

She could feel tears coming on. Her mother laughed and touched the man's arm. She looked back at the ruined castle.

"You *promised* me that you wouldn't lose Cindy if we buried her in the tomb!" she said, stamping her foot. It didn't have quite the same effect it did on the marble floors at home. "This *always* happens when we play *your* games!"

Cindy was her favourite doll. She had been wearing the latest MaltaCorp™ beachwear, a red-and-silver one-piece that wrapped

around the doll's waist just like on the runway show she'd seen last week. The one she'd had to beg and beg her mother to give her. Her favouritest thing in all the world.

Her sister, by contrast, insisted that her most precious toy was a wide-brimmed leather hat that their father had given her after one of his frequent, long off-world trips. She had held it in her hands, gazing at it with open-mouthed fascination as he told her of the long dangerous journey he'd undertaken on some frontier world or another, doing a xeno-archaeological survey on a newly settled world. The hat had smelled of shoe polish and store air-freshener, but their father had insisted this was the very hat he had been wearing while escaping a collapsing alien subterranean temple while clasping a precious golden idol to his chest. Her sister had always lapped up these tales, and she was wearing that hat now while they played at toy archaeology.

Only Cindy was nowhere to be found in the sandy tomb where she had been buried.

"I hate you!" she yelled at her sister, and she was surprised by just how much she meant it. "I hate you! You ruin everything! You think you're so smart, but you're just *weird* and no-one likes you and *I hate your guts*!"

*****

She could feel that hatred now. Rage coursed through her body like quicksilver and galvanized her every action. Such hatred! A pure thing, so unlike the petty grudges she had held before - her mother, distant, a career lawyer, and an alcoholic; her father, absent and uninvolved. These feelings, that until now she had nurtured as driving passions seemed, in retrospect, cute. Like a great artist regarding their childhood scribbles, she was a towering triumph of hatred.

The transformation was a gift. An invitation to a world of sensations she could never have imagined.

To know the feeling of holding her lab partner's head in the palm of her hand, his fat pink fists bouncing off of her newly gnarled wrist as she cracked his skull and felt the brains and soft tissues ooze between her fingers – well. It was bliss, this rage, and she would never have enough.

She could feel her many children in a fashion similar to the way she could feel her fingers and toes – kinesthesia, they called it, only these were dozens if not hundreds of phantom

Injured Corporation Dreadball players, by Darren Lysenko

Plague Generation 1, by Nicodemus Sanberg

limbs she was aware of but could not directly move. She could suggest, she could ask, but her children for the most part had their own ways of responding to her requests. They wanted to please her, though, that she knew. They were good children. They loved her, as she loved them.

She could feel two of them growing closer, could feel them struggling to drag a person between them. She smiled. Her children, bringing a new friend home.

*****

"She hit me," the sniveling boy said. "Your sister hit me and she won't say she's sorry."

The crèche was, like the office block that housed her mother's work, a jungle.

By virtue of their parent's high rank in the firm, they were all the children of hyper-competitive, self-confident, narcissistic borderline sociopaths with a gift for manipulation and navigating social networks. Of course, being between eight and twelve years old, they wouldn't realize this until many years later. All they knew was that in the periods between the demanding tutelage provided as a perk to their parents as part of their salary packages, playtime was a battlefield.

"And what did you do to her to make her hit you?" she replied.

"I just said that the Science Adventure Hour was dumb and for babies," the boy said, wiping away his snot with his sleeve. He couldn't be more than a year younger than

her sister, who was busy directing the other kids in an elaborate game of xeno-archeology flavored 'king of the castle' using the indoor fort as an alien temple. The boy probably didn't want to be pressed into the role of a hostile alien native, or something.

"You have to make her say she's sorry," he continued. "She hit me really hard and it hurt!"

She thought about it for a moment. On the one hand, the kid was pathetic, and often the target of abuse from the other children. Her own standing in the prepubescent pecking order wasn't much higher, but enough reflected glory from her extroverted sister spilled over onto her to put her solidly in the middle of the pack.

The kid was pathetic, but he could be useful.

"OK," she said. "But first, you have to make me a promise."

Wait

The boy looked up at her, confused.

"What sort of promise?"

"An oath," she replied. "A blood oath, to serve me, and only me."

This wasn't-

The boy nodded, solemnly. She took a small clasp-knife from the pocket of her dress, and drew it's blade down the middle of her palm. "Drink," she said, as the boy stared at her in a trance. "Drink the blood, and pledge yourself to me."

It didn't happen! It didn't happen that way-

The boy stepped forward and grasped her wrist, bringing the cut to his moth. His tongue gingerly touched her palm, before he

Forgefather Wanderer, by Marcel Popik

Plague Generation 2s, by Grant Mahoney

sealed his lips around the wound and sucked the ruby liquid down this throat.

*****

She found herself with the Yn'dij's head in her overgrown hands, his jaw clamped between her thumb and forefinger, forcing his mouth open. Before she could stop herself, she vomited a thick congealed clot of blood directly into his waiting throat.

The stranger started convulsing, as much from the horror of the situation as from the infection. She could feel the virus starting to work, multiplying in his bloodstream. It felt much as she imagined a flower would feel as it opened its petals for the first time.

The Yn'dij was coughing and spluttering, his back arched and limbs contorted. She could feel his blood racing through his body, the virus rapidly multiplying and expanding. It wasn't long before the first physical changes began – biceps growing at a rapid rate, the face and chest becoming gaunt as the protein was repackaged elsewhere. The alien's bones were growing, ripping through skin before it scabbed over in a callus thick enough to stop bullets. His tail was already atrophying and would shortly drop off. In an hour, maybe, the transformation from a man to a hulking, towering, almost simian engine of destruction would be complete.

Before he became one of her children.

She turned to the ones who had brought him. She struggled to remember their names, before their connection supplied the information. Brian and Asoka – they had been a dockworker and an accountant, once upon a time. Now they wore battered Beastmaster rifles and Brian had a sharpened wedge of dull iron tied to a stick across his back, while Asoka made do with a meat-hook for a close combat weapon. She'd used it to drag their prisoner to her, and the sharp point still dripped with blood.

"Where did you find him?" she asked.

Brian answered, his voice hoarse from disuse. "Office district," he said. "There were a group of them, fighting with the ones that failed to change."

This was worrying. They hadn't encountered armed resistance for weeks now, and the ones that had rejected the virus were not under her control. She couldn't stop them from killing potential new recruits. It might be best to take her children on a little field trip.

The Yn'dij was still twisting, screaming, and contorting itself as the changes took over. His fur sloughed away as the flesh grew and muscle surged behind, bony plates rapidly calcifying when they broke the skin and met the air.

What will the virus promise him?

It was a weird thought, and it didn't feel quite right. It was forgotten almost as soon as she thought it.

*****

"I'm telling you sis, this is the find that's going to put us into the history books."

Her sister, wearing a shek-eating grin, heaved a wooden crate off of a hover-pallet and directly onto her desk. The crate pinned down the papers she was working on and smashed a fossil sample she'd been sketching into smithereens.

"Really." She buried the annoyance she was feeling, and crumpled up the half-finished sketch. "History books. As if the Company is ever going to declassify what we do."

What they did was considered as something of a niche role in the company. NuWorlds LLC was a vertically integrated frontier settling firm, offering settlement solutions to a variety of larger companies. In other words, sometimes a settlement was having trouble

Forgefather Stormrage Veterans, by "Daedle"

Plague Generation 2, by Nicodemus Sanberg

attracting colonists, and NuWorlds would be contracted to pad out the numbers. They offered marketing, relocation, and logistical support on a freelance basis to firms that found themselves having obtained settlement rights to a colony and for whatever reason didn't have the resources, time, or interest to make sure it was self-sustaining in the long term.

Some of the bigger players found there was more profit in securing the settlement licenses and making a 'good faith' show of trying to settle the planet, but found that their expertise lay more in securing the next contract than the follow-through. For a modest margin, NuWorlds stepped in, on a contract basis. Quite often they would manage to turn a low-profit colony into a medium-profit colony, at which point their contract would be scrapped – which is when the generous termination fees in the contract kicked in.

So even in a specialized, niche market, the in-house xeno-archeology unit was thought of as an odd duck, even a boondoggle. Lobbying by concerned citizen groups in the early days of the Galactic Co-Prosperity Sphere had meant that the boilerplate settlement licensing contracts included an assurance that the settlement company would make an effort to preserve important archaeological sites. In practice, there wasn't a lot of oversight to make sure this happened. That being said the sale and trade in alien artifacts was potentially lucrative, so NuWorlds kept a small unit on staff to pick through what they thought would be notable ruins or fossil sites with an eye to selling exotic finds to museums or private collectors.

"This isn't going to be another one of those hideous preserved corpses of yours," she continued. "I kept that damn four-armed mummy in my office for months after we couldn't offload it."

"Aw, Rach," her sister replied. "It made a kickass hat-stand, you've got to admit that."

Is that my name?

"Open the box, Red. I know you're dying to."

Red – *my sister* – tipped her leather hat and thumbed the release button on the crate. The pneumatic arms on the top and sides slid open with a hiss and the preservative gas in the interior of the crate rolled out from the gaps.

"I'll never get tired of how cool that looks," Red said, removing the top part of the crate unit and placing it on the hover-pallet.

"You always watched too many movies." Rachel – *me* – flipped the visor attached to the headband on her forehead onto her eyes and started flipping through the bandwidths, checking the object for emissions beyond the visible spectrum.

The object was… angular, was probably the best word. It wasn't symmetrical, or a recognizable geometric shape, like one might expect to find from a sentient-carved sculpture. It appeared to be metallic, and didn't emit any heat or ultraviolet light. She was reminded of hot toffee dripped into a glass of cold water, contorting into crazy, tangled shapes as it cooled.

It hurt to look at it.

When she switched the visor to check for false-color gamma ray emission, the screen lit up with a cacophony of greens and reds. She quickly flipped the visor up and lunged across the desk for the containment crate's top half.

"What-" Red said, stepping back.

"It's *radioactive* you careless little *slag,*" Rachael said, as she grabbed the containment unit and slammed it back in place on top of the artifact.

"That's krat, sis," Red said, fumbling for her field tablet. "I've got the readings here. Negative in the whole electro-magnetic band. Look."

She thrust the tablet into Rachael's hands. It was an army surplus tac-slab model – Red had a thing about wanting absurdly hard-wearing gear in the field, both for practical and vanity reasons. Rachael scrolled through the readings Red had taken – sure enough, everything was clear. Almost *suspiciously* clear.

"Where did you say you found this?"

Red took off her hat, leaving it on the table, and ran her hands through her long, russet hair. "Some kind of… shrine, I guess, in a cave on the side of a mountain. There are

Marauder Ripper Suit vs. Reb Teraton, by Paul M.

channels carved through the rock, quite narrow, at angles to allow the light of the setting and rising sun at local system midwinter to shine on the alter. The work marks suggesting something like a stone adze used by – judging from the width of the tunnel – something about the size of a five year old human child.

Stormrage Veteran, by Paul Scott

"The carvings in the walls of the cave depict huge figures - there's pictures on the slab - with jagged spikes coming off their silhouettes. I'm thinking they must be gods or demons – or at least that's what I'm going to put in the auction ad copy."

Rachael brought up the photos showing the cave walls. The drawings were crude, humanoid paintings using carbon dust. If she had to guess it would be charcoal, although on closer examination-

"Are these pictures carved into the rock?" she asked, frowning.

"Good spotting," Red said. "Carved, then filled in with pigment. If I didn't know better, the tool used for that would be shaped like a talon."

Rachael shuddered. Something about the carvings gave her the creeps. She gave the tablet back to Red and bent to examine the instrument panel of the transport crate.

"Did you see the altar?" Red asked.

"No, and I'm not sure I care to." Rachael plugged her own tablet into the interface panel and re-took the electromagnetic spectrum readings. "I never was as bloodthirsty as you are when it comes to these things."

Red shrugged. "Your loss. I know at least four collectors who're going to be bidding big on this thing – most of the altars you see with the blood channels carved in intricate patterns are fakes, but this is the real deal. You'd be surprised how uncommon ritual sentient sacrifice is on non-Earth planets."

Rachael was about to respond when her tablet reported the scan results. "That's odd. It's stopped."

“Huh.” Red leaned over Rachael's shoulder to get a better look. Rachael always hated that. “That's weird. Want me to open her up again?”

“Better not take the chance.” Rachael pushed her sister away and straightened up. “I'm moving this to the isolation lab. Full class-A hazard suits at all times, only myself and Sidney allowed access to it.”

“Fair enough.” Red picked up her hat in two fingers and flipped it onto her head in a move that Rachael had seen her practice for hours in the mirror growing up. “I've got enough else going on, just let me know what you find out so I can catalog it for the bosses. That reminds me – you taken Sidney up on that offer of a date yet?”

“Date? Sidney?” Rachael looked at Red like her sister had invited her to swallow motor oil. “That creep? You've got to be kidding me.”

“Just saying, as a professional cobweb-sweeper, in my considered opinion-”

“Get out!” Rachael threw a pen at Red's retreating head, her sister laughing to herself as she ran out of the room.

*****

What a kvhnk, she - *I, me, Rachael-* thought. *Just because I wasn't flirting my way up the ladder like* somebody *I could mention.*

The spike of spite she felt was enough to make her forget just why it was so uncomfortable to remember her name. She relished the malice, and let it wash through her body.

Marauder Grunts, by Grant Mahoney

Her newest child was ready. The main transformation was complete, and she felt the child stretch itself to it's full height for the first time.

“Welcome, my love,” she said to it. “Welcome to your new family.”

The hulking creature purred, and rubbed it's head under her palm.

“How many others?” she asked

Plague Strike Force, by Nicodemus Sanberg

"Less than a dozen," Asoka replied. "Their leader was a female, long coat, ridiculous hat – like she thought she was an action hero or something."

She felt her entire body tense in a shuddering thrill. It couldn't be, but it *had* to be-

She grabbed Asoka by the front of her torn, dirty shirt and lifted her bodily off the ground.

"Her hair," she growled. "*What colour was her hair.*"

*****

"RACHAEL!"

Rachael couldn't hear her sister properly over the sirens. The orange pulsing light was annoying her, so she reached out and smashed it. Sidney's head was in her hand, still with the ridiculous containment helmet on, the man mewling and begging for his life. She closed her fist, and his brains and soft tissue oozed through her fingers.

Her sister – her hated, show-off, up-herself, know-it-all sister – was on the other side of the containment glass, hammering at it futilely. She looked over at her, snarling.

Red's face – she would always treasure the look of pure, unadulterated fear that she saw on Red's face. She mustn't have realised who she was now, what she had become.

"...Rachael?" Red mouthed. Rachael roared, gripped Sidney's corpse by the legs and the chest and pulled-

*****

She dropped Asoka to the ground. She knew. She'd always known it would come to this.

"If my sister has found friends," she said aloud, as her children drew closer, "Then they may have a ship. They will have a way off this rock – and we will take it from them!"

Her children lifted their weapons into the air, and Rachael smiled.▪

Rico's Ramblings

By Craig Johnson (Spooney85)

"Ladies, Gentlemen, Judwan and Teratons, my guest tonight is kind of a bid deal.....

.....Men want to be him and the women want to be with him, currently touring with the Vanaheim Vixens where he has recently been snapped dating their star striker Lolly Starshot.....

.....As well as their new Jack Tera Fyin, he's the man that needs no introduction....."

"Except this one: it's Rico Van Dien!"

"Thank you ZX422 thank you, you're all too kind and may I say it's great to be here, isn't he a handsome Mechanite ladies and gents"

The following was extracted from Rico's last interview before his infamous victory at the Rhodes industries Slammajam XIII:

Dreadball, simple to learn, fun to master. Sure we can all shoot strikes and slam an opponent out of the game for a few turns, but what makes Rico and other all-star teams gain the upper hand? Below are a few generic tips, regardless of your chosen team

Buzzcut, by Boris Samec

Stats

All of the teams we enjoy so much offer us a different playing style, but with the exception of special rules their stats aren't all that varied. The key to using this knowledge is knowing what action to use to disrupt your opponent. Sure a Jacks natural instinct may be to slam back but what if he is only strength 5 but speed 3? What Rico says is let your strength 3 players take teams apart, but strength 5 guards might want to change their plans. Speedier teams may want to rely on

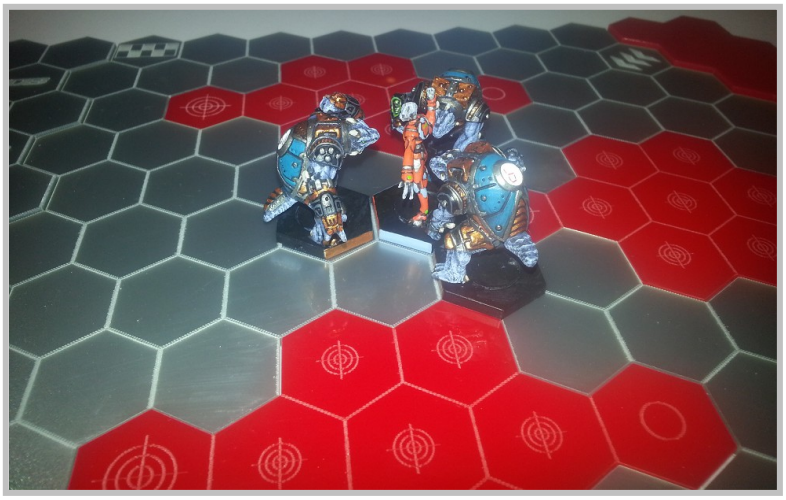
steals rather than slamming the ball loose.

Support

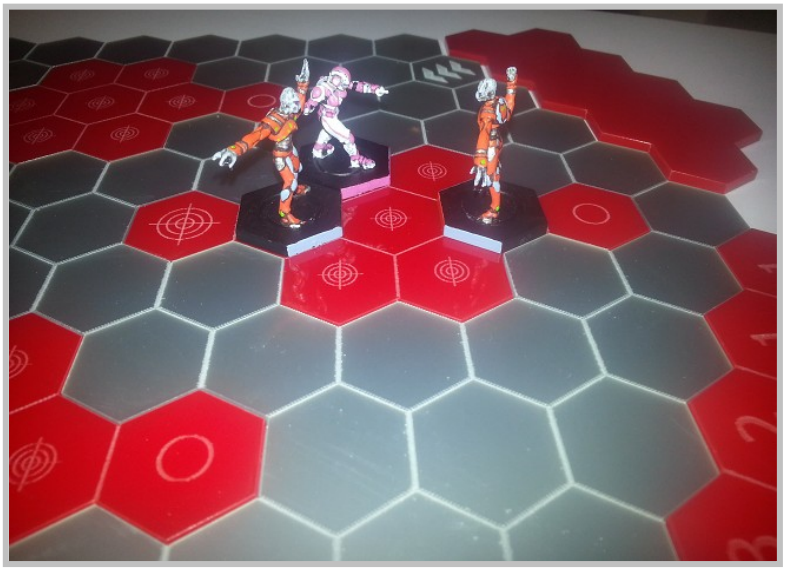
No I'm not talking about the Void siren's under armour. Support is something I often see new players neglecting, but what is Rico talking about? Ever tried slamming someone with your lone guard? Not that's easy to obtain the desired effect of a messy death is it? Now why not try spending an action sticking a Jack next to your victim; even a striker will do the job. Now try that slam or steal with the correct player role. Better? Oh, they only have one striker left on the pitch? Give him two threat hexes before your slam, then you can apologise for the blood smear that was his former star player.

Safety

Playing defence! Access to your strike hex? Then don't be surprised if your opponent is scoring every turn. So how can Mr Van Dien help you? Well this depends on how many players you can spare. The most important strike hex to defend is your 3/4 point one so



A well supported slam; this Judwan best have Mazon Labs health insurance!

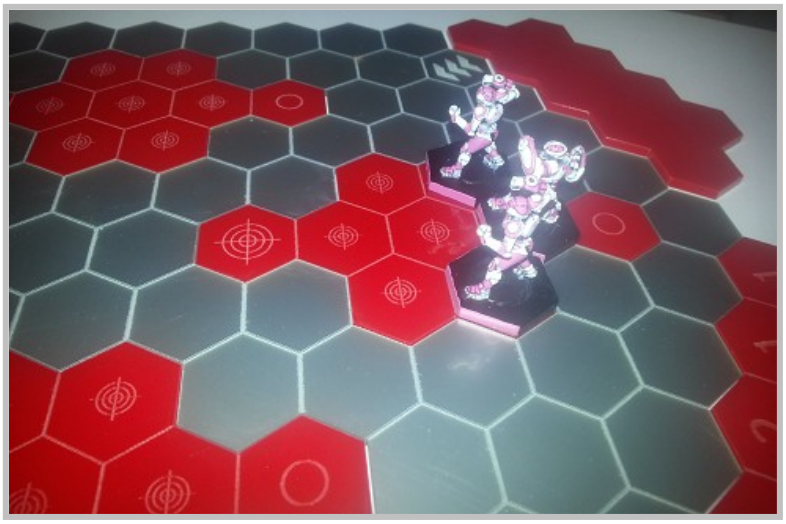


Two player defence, ideal for dodgers not worried about rear slams.

don't make it easy for them. You can't prevent them from scoring but let's make it as hard as possible. With 3 players you can completely block it, but have you always got 3 to spare? How about this two player defence? Yes they can still score, but only 3 points, and they are doing it with a threat hex on them. So let's not allow our opponents those game changing 3/4 pointers, and if we can stop 2 pointers then let's stand on that bonus hex.

Strikers

Worth their weight in Neodurium? Definitely. These players are what win you the game, as that extra dice for all those speed and skill tests is worth more than you think. One of your strikers should be in your opponent's half as often as they can be, always ready to receive that pass or pick up the ball. But surely he will get slammed?.....Yes, yes he might, but then hasn't your opponent moved one of his players away from a strike defence or something similar?....Probably. If you have fast enough players they should be OK on



The ultimate defence!

their dodge, or merely be out for a short time. But as Rico says

"On Azure, Mars and Ganymede,
More money your strikers often earn,
So have them in movement range to score big,
On every single turn"

Jacks

Support, support, support. Few teams have great Jacks (Except myself of course), most of the time they have average stats, so don't risk a slam in a fair fight; get your Guard to do that. Use them to sprint up and down the pitch, to put threat hexes on players, or even to feed to particularly bloodthirsty guards (like my nameless colleague whose name escapes me at the moment). Sure it's callous but every turn they're slamming a jack, they're not slamming a striker.

But Rico I've got no strikers! OK so we have to rely on our Jacks, and scoring every turn is unlikely, so it's all about ball control. Hiding behind a guard whilst you have the ball may seem like a cowardly Goblin thing to do: that's because it's a verified Goblin tactic. You will likely be escorting your Jack up the pitch until he can score but having no Strikers does tend to mean you have more Guards!

Guards

Most of the time these are your heavy hitters. Punching someone in the face is great, right? Yes, yes it is, but do we just slam anyone? Not if we can help it. Your number one priority should be their point scorers. Always do this with support from another player if you want to encourage death without risking a nasty slamback, because fair fights aren't fun. Always move into your slams where you can: for agile guards this can sometimes be worth evading out just to move back in for that extra dice. However well armoured your Guards are though, don't try and put them into compromising positions where we have to dodge, losing out on our extra dice from those nasty rear slams.

Strikers playing deep ready to seize any opportunity given, note the facings allowing a passing…erm… passage.

Tokens

Five action tokens is not a lot. This section becomes more opinionated than tactical as it's the Van Dien way of playing and I use it on various teams. It's my turn and my opponent sees me making three piles, two of two and a single token, two tokens are then pushed away from me.....no I don't have OCD, stay with me. These two are my ball handling tokens. My other two tokens allow me to slam with support if it's needed or fortify my strike zone defence. These two tokens help me maintain my team or disrupt my opponent.

Didn't go to plan? Oh look a spare token: well let's try it again and do it better this time! But if all went to plan you can be as sure as a Judwan pass that I will buy a card every turn. Cards can add that crucial extra move or enable that event that then aids the final stage.....The ball handling stage. Seems common sense to do this last but you'd be surprised how many times I've seen people fluff a pick up and waste their rush. So with these tokens I will be stealing, passing, and scoring, and if I've put the correct support and positioning in, I will be scoring every turn I can because, as mentioned earlier, an opponent can't defend all those strike zones.

Jack baiting setup, for when your opponent is playing for blood.

If your opponent has first turn and is a bit butter fingered, have some fun with this setup.

Setup

Different teams will do this differently dependant on whether they are home or visitors. So work out your opponent's team. No strikers? So it's unlikely he's scoring this turn, so let's feed him our Jacks for his Guards to bash whilst we protect our ball handlers. Fast team full of strikers? Then let's use that 3 player defence then. 5+ skill ball handlers? Then place threat hexes across the balls firing line then watch them scatter the ball more times than a left handed Zee!

That's all for this month sports fans. Join me net time when we invite Slippery Joe in to give us all his dirty tricks.▪

Marauder Commando Captain, by Boris Samec

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